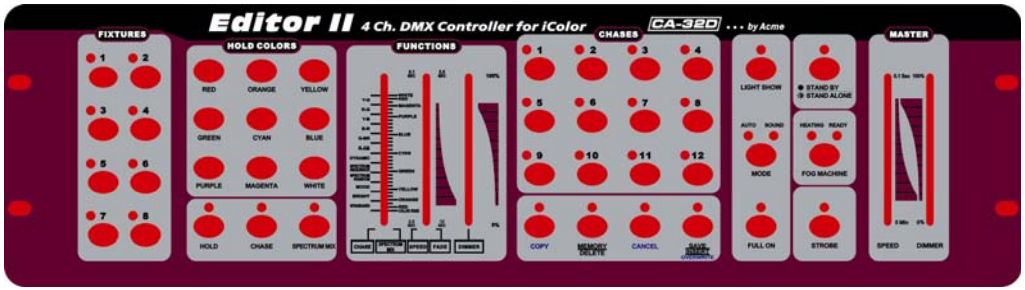
Editor II CA-32D

Professional Lighting Controller



User Guide

Please read these instructions carefully before use

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1. Safety Instruction

Please read the user manual carefully as it includes important information regarding details of operation, maintenance, and technical data. Keep this manual with the unit for future consultation.

WARNING！

- ♦ Avoid any flammable liquids, water or metal objects entering into the unit.
- ♦ Should any liquid be spilled on the unit, DISCONNECT the power supply to the unit immediately.
- ♦ STOP using the unit immediately In the event of serious operation problems and contact your local dealer for servicing.
- ♦ DO NOT open the unit--there are no user serviceable parts inside.
- ♦ NEVER try to repair the unit yourself. Repairs by unqualified people could cause damage or faulty operation. Contact your nearest dealer.

CAUTION！

- ♦ This unit is NOT intended for home use.
- ♦ After having removed the packaging, check that the unit is NOT damaged in any way. If in doubt, DON'T use it and contact an authorized dealer.
- ♦ Packaging material (plastic bags, polystyrene foam, nails, etc.) MUST NOT be left within children's reach, as it can be dangerous.
- ♦ This unit must only be operated by adults . DO NOT allow children to tamper or play with it.
- ♦ NEVER use the unit under the following conditions:

  In places subject to excessive humidity.

  In places subject to vibrations.

  In places with a temperature of over 45℃/113℉ or less than 2℃/35.6℉.

  Protect the unit from excessive dryness or humidity (ideal conditions are between 35% and 80%).

  Do not dismantle or modify the unit.

2. Technical Specification

Power supply

AC 120v~60Hz / 230v~50Hz

DC 9~12V 300mA

Stand Alone

5 pin male connector

Midi in

To receive MIDI data input.

Sound DMX IN

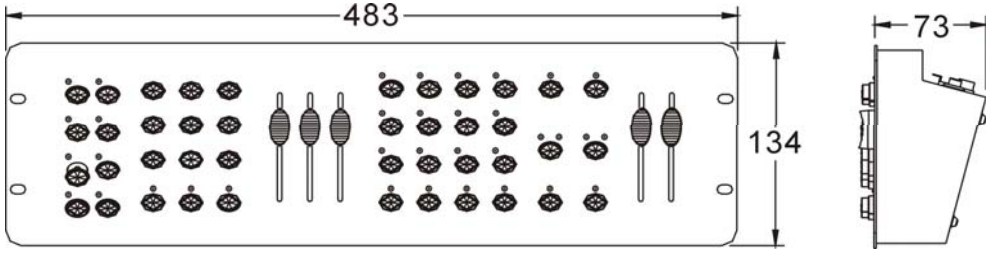
Microphone/ Earphone

DMX out

Two connectors sends DMX signals to DMX fixtures, use 3 pin XLR plug cable to link the fixture together

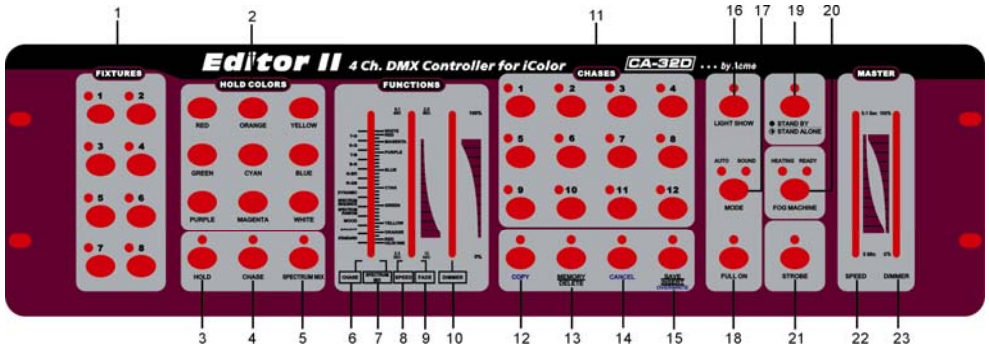
Weight: 2.4 kg

Dimension:483mm × 134mm × 73mm



3. Overview

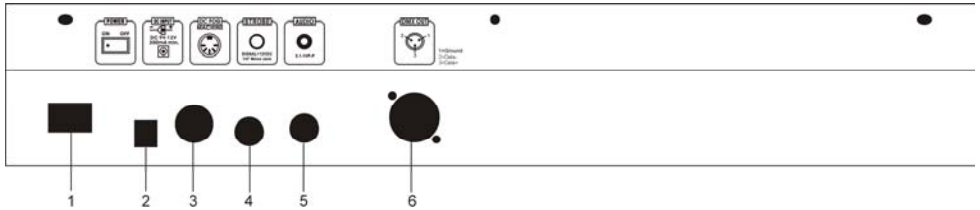
3.1 Front View:



1. Fixture 1~8	To select (1~8) fixtures.
2. Hold color	Red/Orange/Yellow/Green/Cyan/Blue/Purple/magenta/ White Nine colors button.
3. Hold	Press the button for select color on Red /Orange/Yellow/Green /Cyan/Blue/ Purple/Magenta/ White
4. Chase	To select (0~12) chase.
5. Spectrum mix	Press the button for select 32 spectrum mix colors form Spectrum Mix slider
6. Chase Slider	To choose chase patterns on Standard chase / Bright chase / Mood chase / spectrum random chase / spectrum sequence chase / Dynamic chase / Red-Green+ Blue / Green-Red+ Blue / Blue-Red / Yellow-Blue / Red-Green / Yellow-Green
7. Spectrum mix Slider	Use to control 32 spectrum mix color
8. Speed Slider	Use to adjust chase speed within the range of 0.1 second to 2.5 seconds.
9. Fade Slider	Use to adjust fade time. Fade time is amount of time it take for one color to fade in or fade out.
10. Dimmer Slider	To set the dimmer intensity.
11. Chase	To select (1~12) chase.
12. Copy	Copy a Scene/Copy a chase.
13. Memory / Delete	To edit exist scenes or delete a chase.
14. Cancel	To delete a scene.

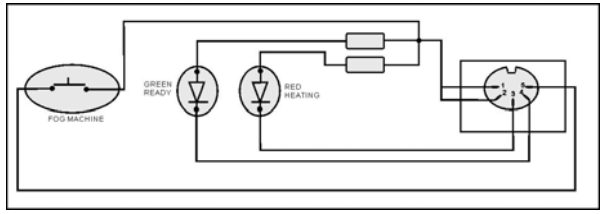
15. Save/ Insert/ Overwrite	To set Save/Insert/Overwrite three modes.
16. Light show	To run the Light Show.
17. Mode	To set Auto/Sound two modes.
18. Full on	All lighting effect at once.
19. Stand by / Stand alone	To set Stand by / Stand alone two modes.
20. Fog machine	To set activate Fog Machine/Ready two modes.
21. Strobe	To activate Non-DMX Strobe. Hold on the **Strobe** button and press button 1 ~ 12 separately to change the strobe speed.
22. Speed Slider	To set chase speed (wait time between scenes) within the range of 0.1 second to 5 minutes when running light shows. The fade time of scenes will be always completed, **Speed** slider decides the wait time (interval time) between scenes.
23. Master Slider	To set the dimmer intensity.

3.2 Rear View:



1. Power	Turns On/Off the power.
2. DC Input	DC 9~12V，300mA min
3. FOG machine	5 pin din socket for connecting DC Fog Machine.
4. Strobe	Trigger non-DMX strobe. Signal +12V DC.
5. Midi in	To receive MIDI data input.
6. DMX out	Two connectors sends DMX signals to DMX fixtures, use 3 pin XLR plug cable to link the fixture together

Fog machine diagram



4. Operation Guide

4.1 Program mode

When power is turned on, the controller enters Programming mode automatically. The LED above this button lights off indicating Program mode in active.

4.2 Stand by mode

Press the **STAND BY** button, the LED above this button lights up indicating STAND BY in active.

4.3 Stand Alone Mode

Hold on the **STAND BY/ STAND ALONE** for 3 seconds, the LED above this button will blink indicating Stand-Alone mode in active.

4.4 Setting Strobe

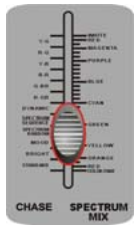
1. Select the fixtures you want to control
2. Press **STROBE** button and the display will blink.

4.5 Setting COLOR

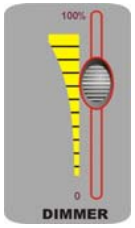
1. Select the fixtures you want to control.
2. Press **HOLD** button and the display will blink.

3. To set **HOLD COLOR** button, you can view the Red /Orange /Yellow /Green /Cyan Blue /Purple/ Magenta/ White nine colors.

4. Press the **SPECTRUM MIX** button.



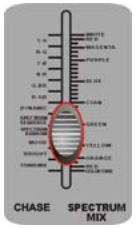
5. To set **SPECTRUM MIX**, you can view the 32 different mix colors.



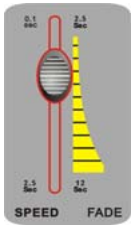
6. To set **DIMMER** and hold color or spectrum mix intensity.

4.6 Setting DIMMER

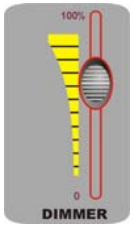
1. Select the fixtures you want to control.
2. Press the **Chase** button.



3. Select a dimmer value with 1~12 buttons.



4. You can set the fade and chase speed by using the sliders.



5. You can set the Dimmer and chase intensity by using the sliders.

4.7 Create a Scene

1. Enter Program mode.
2. Select the fixtures (1~8) you want to control.
3. To select hold color or chase or spectrum.
4. Press **SAVE** button and the display will blink.

5. Press the **CHASE** (1~12) to store your desired scene.

4.8 Create a Chase

1. Enter Program mode.
2. Select the fixtures (0~8) you want to control.
3. Press **SAVE** button and the display will blink.

4. Press the **CHASE** (1~12) to store your desired scene. The scene is saved into the selected button.
5. Repeat steps 2 & 3 as many times as you want until the controller's memory is full. The **SAVE** LED will blink when the memory is full.
6. A chase (The controller) can store up to 500 scenes.

4.9 Running Scenes

1.Enter Program mode.
2.Press **MEMORY** button and the display will blink.

3.Press the **CHASE** (1~12) button and the display will blink, you can view the scene one by one.

4.10 Insert a Scene

1.Enter Program mode.
2.Press **MEMORY** button and the display will blink, you can view the scene one by one.

3. Create a new scene.
4. Press **INSERT** button and the display will blink, you can view the scene one by one.

5. Press the desired position (1~12) you selected again to insert the new scene.

4.11 Overwrite a Scene

1. Enter Program mode.
2. Press the **MEMORY** button and the display will blink, you can view the scene one by one.

3. Create a desired scene.
4. Press the **OVERWRITE** button and the display will blink.
5. Hold down the **SAVE** button and then press former selected button (1 ~ 12) to overwrite a scene.

4.12 Copy a Scene

1. Enter Program mode.
2. Press the **MEMORY** button and the display will blink, you can view the scene one by one.

3. Select the desired position (1~12) which you want to copy.

4. Press the **Copy** button and the display will blink.
5. Hold down **SAVE** and then select the desired position which you want to copy the chase into it.

4.13 Copy a Chase

1. Enter Program mode.
2. Press the **MEMORY** button and the display will blink, you can view the scene one by one.

3. Select the desired position (1~12) which you want to copy.

4. Press the **Copy** button and the display will blink.
5. Hold down **SAVE** and then select the desired position where you want to copy the chase into it.

4.14 Delete a Scene

1. Enter Program mode.
2. Press the **MEMORY** button and the display will blink, you can view the scene one by one.

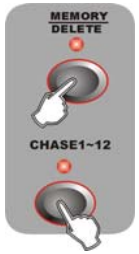
3. Select the scene (1~12) that you want to delete.

4. Hold down **CANCEL** and the display will blink.
5. Press the former selected button to delete a scene.

4.15 Delete a Chase

1. Enter Program mode.
2. Press the **MEMORY** button and the display will blink, you can view the scene one by one.

3. Select the scene (0~12) that you want to delete.



4. Hold down **CANCEL** and the display will blink.
5. Press the former selected button to delete a scene.

4.16 Clear Memory

1. Press the **STAND BY /STAND ALONE** for 3 seconds, into Stand-Alone mode.

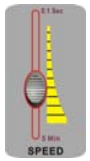
2. Hold down the **MEMORY** button and the display will blink.
3. Press **STAND BY** button, all memory will be deleted.

4.17 Light Show

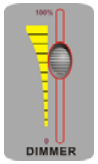
1. Press **LIGHT SHOW** button. The **LIGHT SHOW** LED will light up, indicating light show mode is active.

2. Press **AUTO/SOUND** to activate Auto or Sound mode. The LEDs indicate which mode is activated.

3. Press the button (1 ~ 12) to run a desired lighting show.



4. When in **Auto** mode, you can set the wait time by using the sliders. When these settings will be kept when next time you run the same light show.



5. When in **Auto** mode **/ Sound** mode activation, the Light show will be triggered by music, however, you can still set the fade time of the light show.

5. Fixture Cleaning

The cleaning of internal and external optical lenses or mirror must be carried out periodically to optimize light output. Cleaning frequency depends on the environment in which the fixture operates: damp, smoky or particularly dirty surrounding can cause greater accumulation of dirt on the unit's optics.

- Clean with soft cloth using normal glass cleaning fluid.
- Always dry the parts carefully.
- Clean external optics at least every 20 days and internal optics at least every 30 days.

Innovation, Quality, Performance